

UK'S OFFICIAL
SEGA
COMIC

FEATURING



TAILS

£1.20 • No 80

21 JUNE 1996

FORTNIGHTLY

SONIC

THE COMIC

**SONIC
SEETHES
YELLOW!!**

NEW
SUPER SONIC
STORY

**RUNNING
WILD!**

NEW
STORY

CHAOTIX CREW!

COMPLETE
STORY

TAILS!

PIN-UP

**MIGHTY THE
ARMADILLO!**

PLUS

**GEX &
WIPEOUT
REVIEWS**

**EARTHWORM JIM 2
Q ZONE**



YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Did you remember to look for your copy of *STC* three days earlier? So much for Doctor Robotnik trying to sneakily switch *STC*'s on sale date to a Wednesday - I knew you'd be too smart for him.

Right, Boomers - how would you like three new stories? Glad to hear it. The star of the show goes running into a flying fury in the first part of a fast moving Sonic story, *Running Wild!* You've all heard of the Famous Five, but who or what are the Fundamental Four? Could it be the Chaotix Crew who are back due to popular demand? Talking of which, there's a mighty fine *Mighty the Armadillo* Pin-up in this issue too! Miles Prower fans ... hold onto your pacemakers as Tails gets bitten by that cunning cat of the wild west, *Fleabyte*, in *STC*'s third new story. Lastly, a battle rages in Sonic's World as big, barbaric, Brutus, causes more uproar.

Boomers boggled by Earthworm Jim are advised to turn to the Q Zone. All this *and* a Saturn Review Zone checking out *Wipeout* and *Gex*. What more could you want? Tut, okay, assertive Boomers can fill in the Data Strip at the back of this and every issue!

Megadroid

KNUCKLES KNOCKS OUT AN APOLOGY!

Hold those 'phone calls. Stop the barrage of letters. Apologies to those Boomers who swamped the office, confused and bewildered by the on sale date change for the much awaited **Knuckles Knock-out Special**.

Last minute tuning resulted in the change of date, but rest assured that those responsible for this confusion have been visited by ol' Red Dredd's himself! I didn't know Knuckles could be so fearsome! Ouch! It's all gone quiet around here ...



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SEGA

COMPILED BY

ChartTrack

↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ● TOY STORY
- 2 ● FIFA SOCCER '96
- 3 ● SONIC AND KNUCKLES
- 4 ● SONIC THE HEDGEHOG 2
- 5 ● ECCO 2: THE TIDES OF TIME
- 6 NEW AUSTRALIAN RUGBY LEAGUE
- 7 RE DYNAMITE HEADDY
- 8 ↓ MICKEY MANIA
- 9 ↓ MICRO MACHINES '96
- 10 ↓ PSYCHO PINBALL

SATURN

- 1 ● WIPE OUT
- 2 ● VIRTUA COP
- 3 ↑ SEGA RALLY
- 4 ↑ VIRTUA FIGHTER 2
- 5 ↓ MAGIC CARPET
- 6 ● FIFA SOCCER '96
- 7 ↑ F1 CHALLENGE
- 8 ↓ WORMS
- 9 RE WING ARMS
- 10 RE SIM CITY 2000

MEGA-CD

- 1 ● EARTHWORM JIM
- 2 ● SOULSTAR
- 3 ● B.C. RACERS
- 4 ● BRUTAL: PAWS OF FURY
- 5 ↑ ETERNAL CHAMPIONS
- 6 ↓ WORLD CUP USA '94
- 7 ● SNATCHER
- 8 RE TOMCAT ALLEY
- 9 RE JAGUAR XJ220
- 10 RE SILPHEED

GAME GEAR

- 1 ● SONIC CHAOS
- 2 ● TAZ-MANIA: ESCAPE FROM MARS
- 3 ↓ SONIC THE HEDGEHOG 2
- 4 RE FIFA SOCCER '96
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 RE REN AND STIMPY
- 7 ↓ SONIC THE HEDGEHOG
- 8 ↓ THE LION KING
- 9 ↓ MORTAL KOMBAT 2
- 10 RE DYNAMITE HEADDY

THE EMERALD CHAMBER, ON THE FLOATING ISLAND...

NEW STORY

HELLO? IS ANYBODY THERE?

I DON'T THINK KNUCKLES IS HERE, PORKER.

BOY, THAT ECHIDNA SURE IS A MESSY HOUSE-KEEPER!

NO, YOU DON'T UNDERSTAND, SONIC! KNUCKLES HAD A BATTLE WITH A ROBOT HEAD AND...

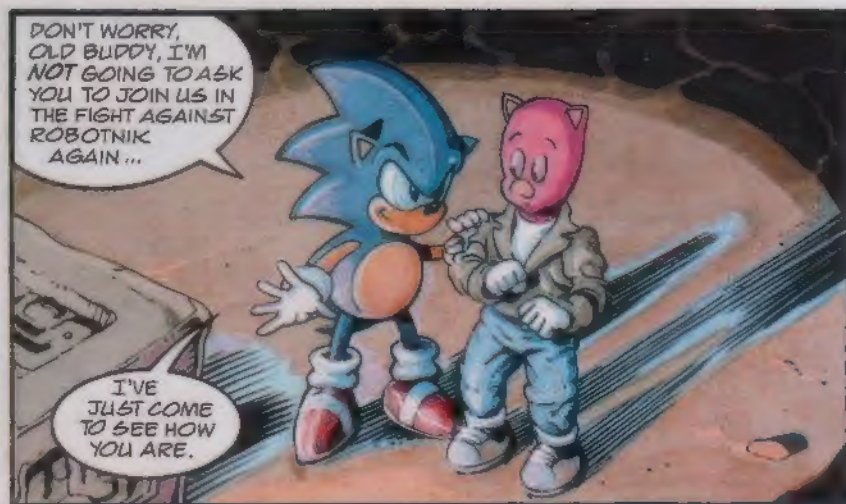
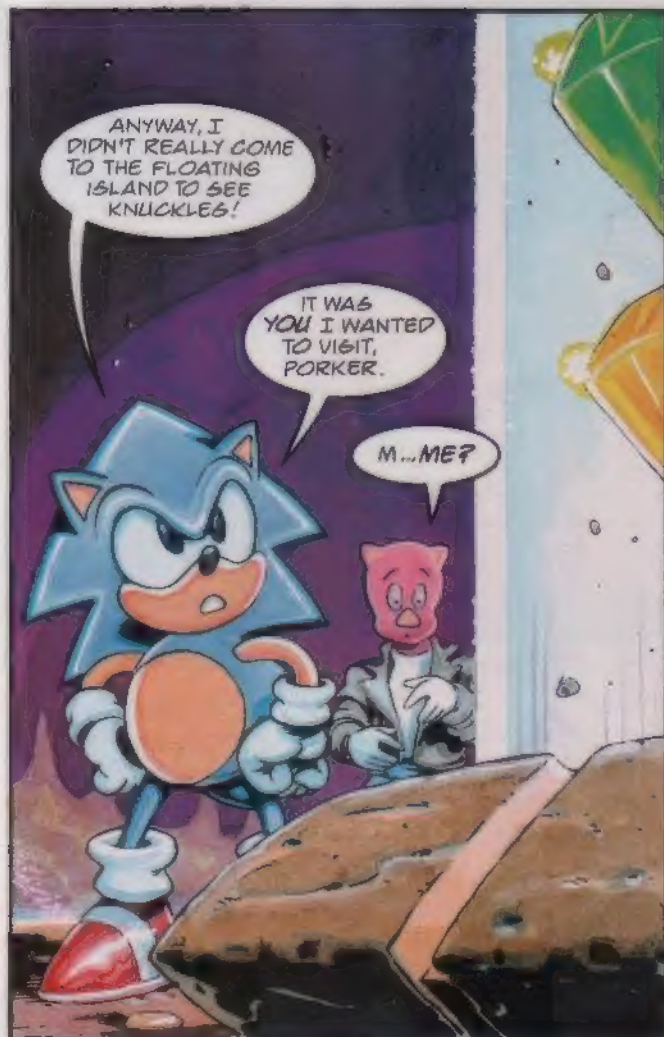
ROBOT HEAD? WHAT HAPPENED TO THE REST OF IT?

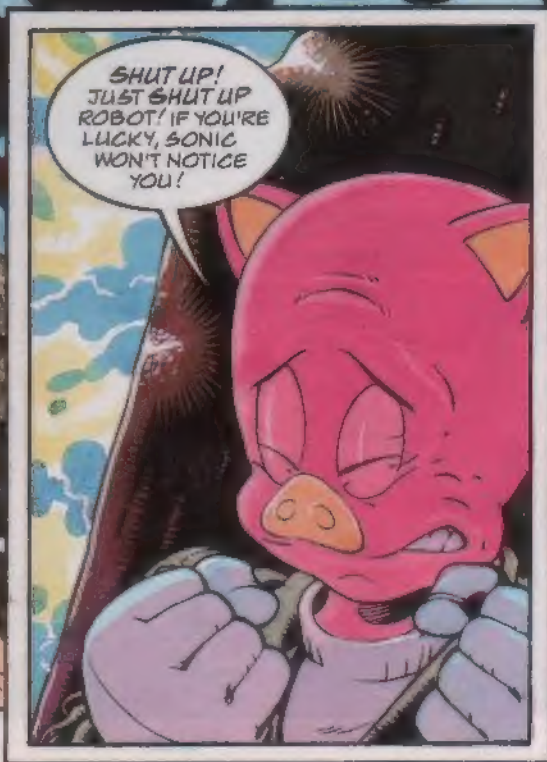
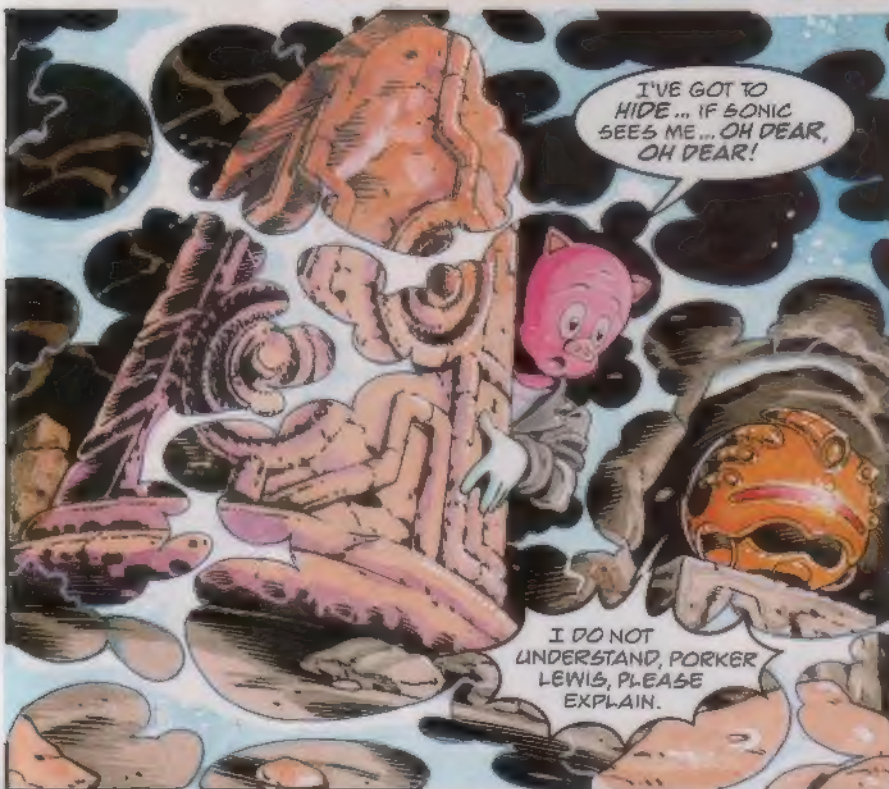
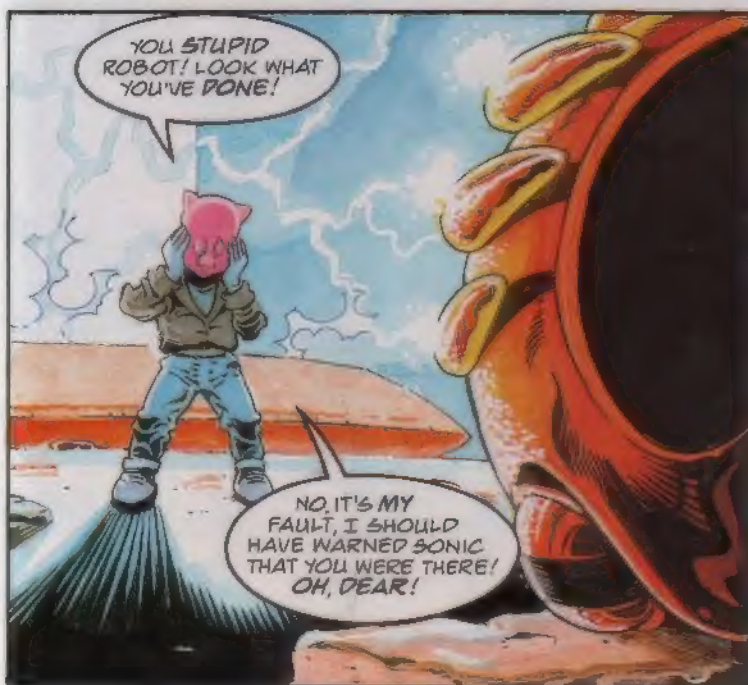
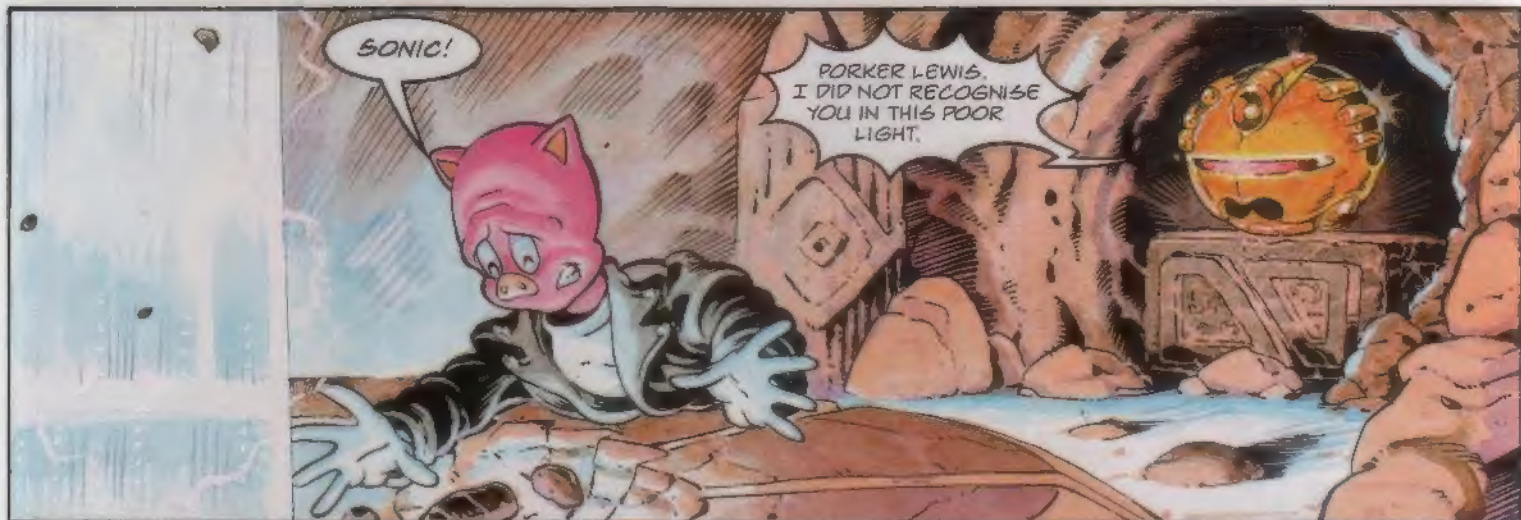
WELL, IT DID HAVE A BODY BUT THAT WAS WHEN IT WAS WORKING FOR DOCTOR ZACHARY.

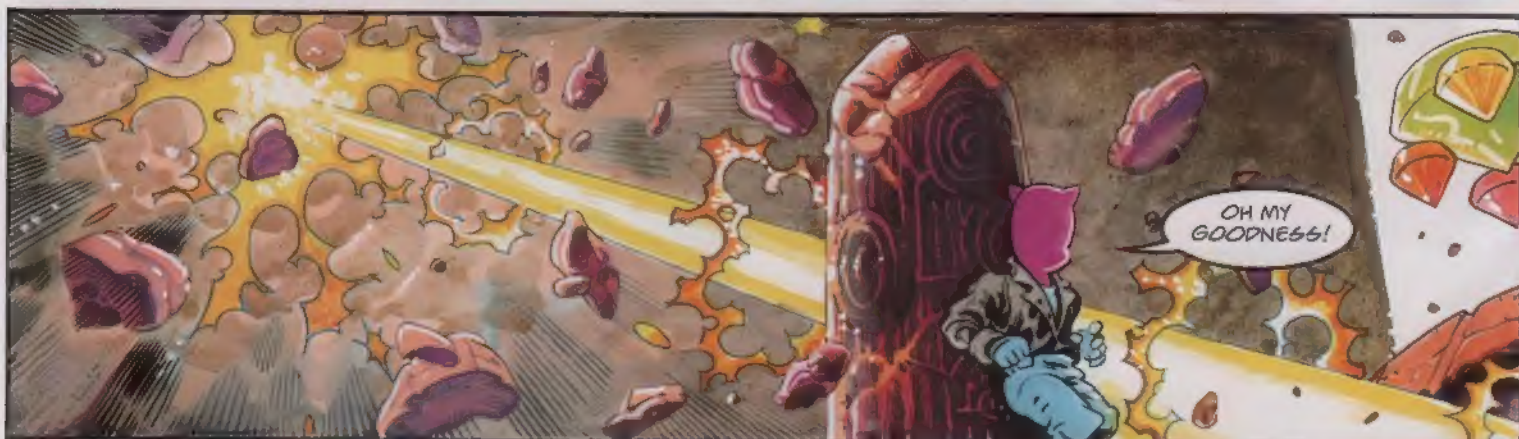
DOCTOR ZACHARY, YOU SEE, WAS ONE OF KNUCKLES' RACE OF ECHIDNAS, EXCEPT HE WAS EVIL... BUT KNUCKLES DIDN'T KNOW THAT AT FIRST AND THEN...

FORGET IT, PORKER! THE LAST THING I WANT IS TO LISTEN TO ONE OF YOUR BORING STORIES!

FOR ANYONE WHO IS INTERESTED, KNUCKLES MET ZACHARY AND HIS ROBOT IN STC #65 TO 68 - MEGADROID.







MEANWHILE, HUNDREDS OF MILES AWAY ON PLANET MOBIUS.

WE'RE FALLING BEHIND SCHEDULE. DOCTOR ROBOTNIK WILL BE FURIOUS!

DON'T WORRY, I'LL GET THESE NEW SBS* SOLDIERS DELIVERED ON TIME!

* SBS - SPECIAL BADNIK SERVICE - MEGADROID.

WHAT'S THAT?

NOTHING CAN MOVE THAT FAST...IT MUST BE SOME ATMOSPHERIC EFFECT OR SOMETHING.

WRONG.

SHA-BOOOO!



AT THE VERY SAME MOMENT ON THE SURFACE OF MOBIUS ...

IT'S NO GOOD, AMY... I'M NEVER GOING TO LEARN TO SHOOT ONE OF THESE THINGS!

OF COURSE YOU WILL, TAILS. TRY AGAIN!

BESIDES, WE DON'T NEED ANOTHER SHARP-SHOOTER AS LONG AS WE HAVE YOU AROUND.

WHO KNOWS, TAILS... MAYBE I WON'T ALWAYS BE AROUND.



AMY, AMY, I'VE JUST HAD PORKER LEWIS ON THE COMMUNICATOR!

PORKER, HOW IS HE?



NO, YOU DON'T UNDERSTAND! IT'S ABOUT SONIC!

SONIC? I SUPPOSE HE'S ON HIS WAY BACK... TO TELL YOU THE TRUTH I WAS ENJOYING THIS LITTLE BREAK FROM HIM!



OH NO... IT'S TOO LATE!

JOHNNY, WILL YOU START TALKING SENSE?



AMY ROSE,
PREPARE TO MEET
YOUR DOOM!

FZZOOOM!

NEXT ISSUE: AMY V'S SUPER SONIC!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

GEX

Reviewed by David Gibbon

SATURN

SATURN

GAME TYPE: PLATFORM
PLAYERS: 1

PUBLISHER: BMG INTERACTIVE
PRICE: £44.99

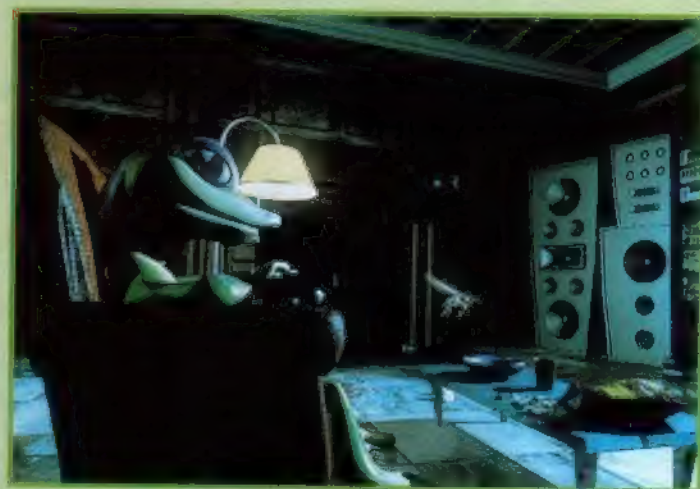
RELEASE DATE: OUT NOW
AGE SUITABILITY: 3+

Here comes the latest character to try and better the great blue one! Although Gex can't move as fast as Sonic, this "TV Junkie" lizard can certainly compete in the moveability stakes.

This guy's moves range from walking up walls and across ceilings, to using his tongue to catch power-ups. To get rid of baddies, Gex either whacks them with his tail or spits out the odd fire or ice ball!

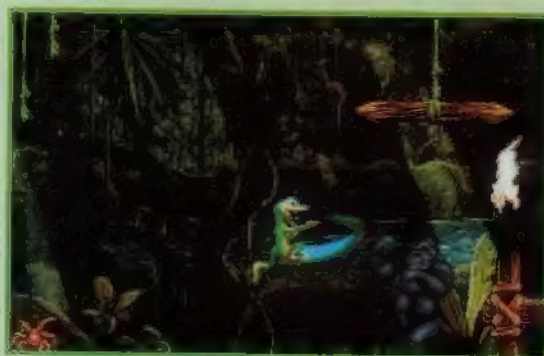
Gex the game, is played across five worlds and each one features different baddies and objectives.

Graphically and



sound-wise, the game is up there with the top Mega Drive games. However, considering this is a Saturn game, it doesn't really do Sega's 32-bit machine justice. What is impressive though, are Gex's humorous comments during play.

Gex is a decent enough platform game. It's fun to play and younger fans will thoroughly enjoy it - just don't expect too much.



FINAL COUNTDOWN

RAVES

Enjoyable platformer more suited to younger fans.



GRAPHICS 72

SOUND 70

GRAVES

Graphics and sound don't do the Saturn justice.



PLAYABILITY 87

OVERALL 84

WIPEOUT

Reviewed by Chris Jones

SATURN

SATURN

GAME TYPE: SHOOT'EM-UP/RACING
PLAYERS: 1

PUBLISHER: SEGA

PRICE: £49.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Wipeout is set in the mid-21st Century where speed demons of the future have created an exciting new sport.

The formula 3600 Anti-gravity Racing League is no place for the timid or slow-witted. This stunning game puts the player in charge of a powerful high speed vehicle that hovers above the ultra smooth, but treacherous tracks on which the League is battled out. As well as mastering each of the seven dangerous courses, players have to survive lethal assaults from competing hover vehicles, which have a store of weapons activated by flying over different power-ups on the track.

Players start by choosing one of four craft; including a relatively slow accelerating craft with great handling or a crazy, fast, ship with bad handling. You'll be impressed with the smooth, fast flowing graphics and excellent gameplay. Getting



locked in a duel with another ship can be fun, and can distract you from finishing



in the top three. Weapons that are available to both ships include guided missiles, mines, forcefields and a sonic shockwave.

The aim is to master all the courses and your opponents. Then you will be promoted to Rapier Class battles, that are 50% faster than the original levels. **Wipeout** is a great arcade quality game with great graphics and gameplay. The action comes so thick and fast, it's enough to make you dizzy. A throbbing techno soundtrack will also get the heart racing, too.



FINAL COUNTDOWN

RAVES

Saturn's 32-bit power is used to the maximum.



GRAPHICS 99

SOUND 99

GRAVES

You just can't improve immediately. But it is worth it!



PLAYABILITY 99

OVERALL 99

Chaotix Crew

The Fundamental Four

IN THE MYSTERIOUS DIMENSION KNOWN AS THE SPECIAL ZONE FLOATS THE HEADQUARTERS OF THE CHAOTIX CREW...

Oh,
YIPPY-YAPPY,
DIDDLE-DO-DE-DA!
PIDDLEY
DIDDLE!

HANG ON,
THAT'S NOT RIGHT,
I DIDLED WHEN I
SHOULD HAVE
POOD!

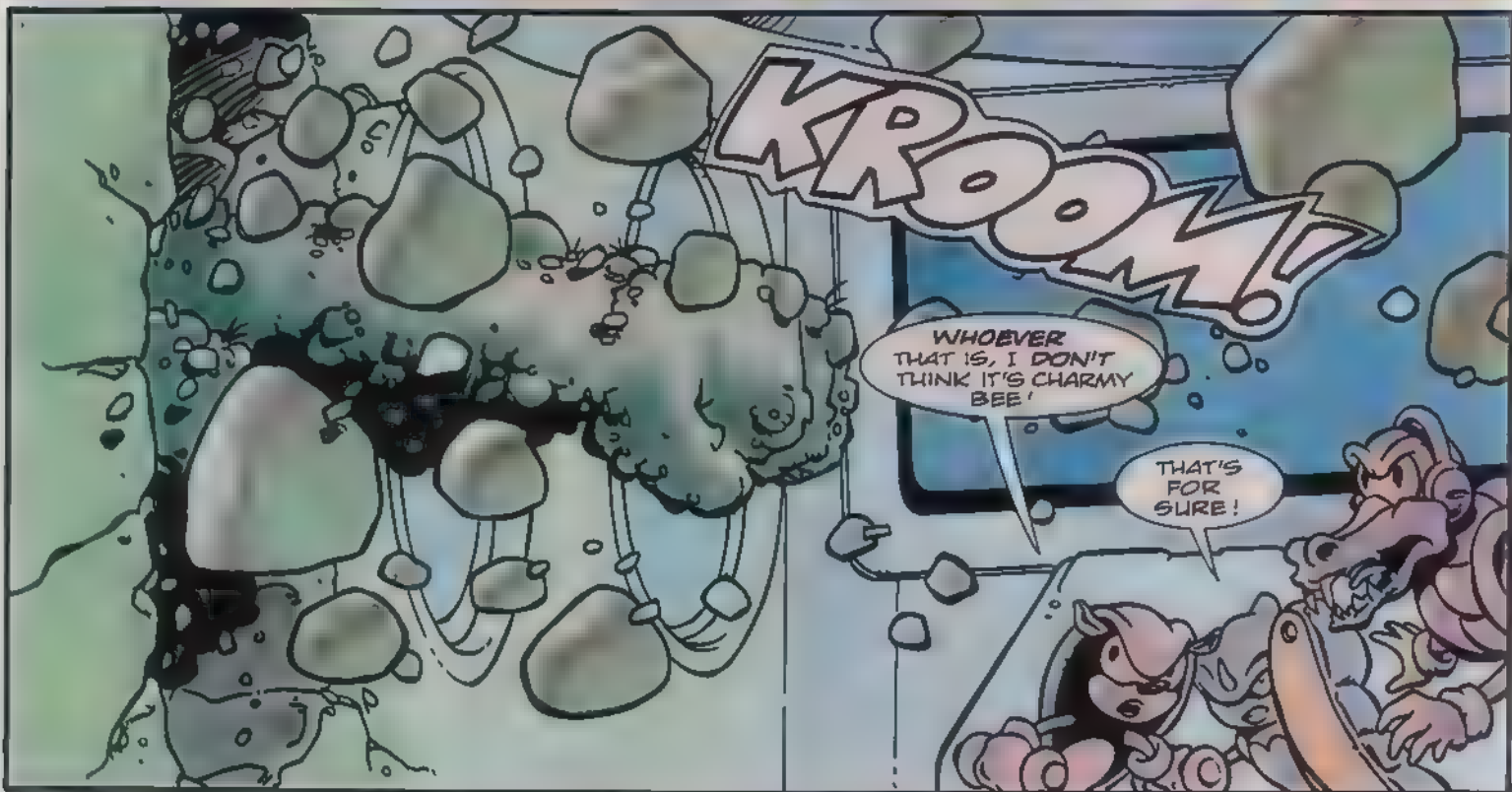
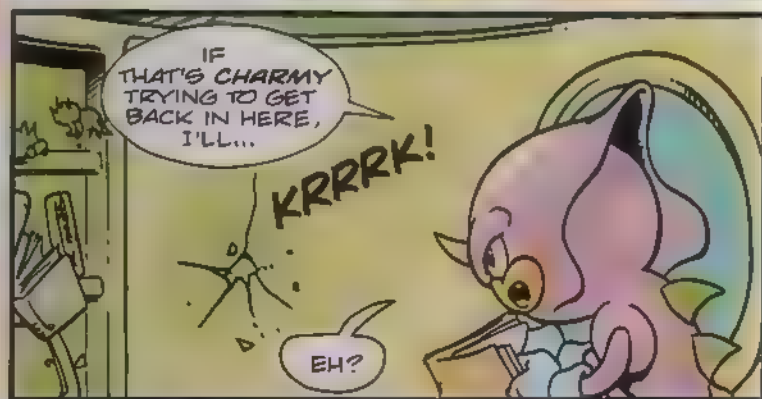
CHARMY,
SHUT UP!

NEW
STORY

OUT!
I CAN'T
STAND ANY
MORE!

BOOP!

OH,
POO





HEY,
WATCH IT
FLARE, THAT
NEARLY HIT
ME!

LUCKY
YOU DIDN'T
BURN A HOLE IN
THIS SUIT. OTHER-
WISE I'D BE A
PUDDLE ON THE
FLOOR BY
NOW!

JUST
BE
CAREFUL,
WILL
YOU?

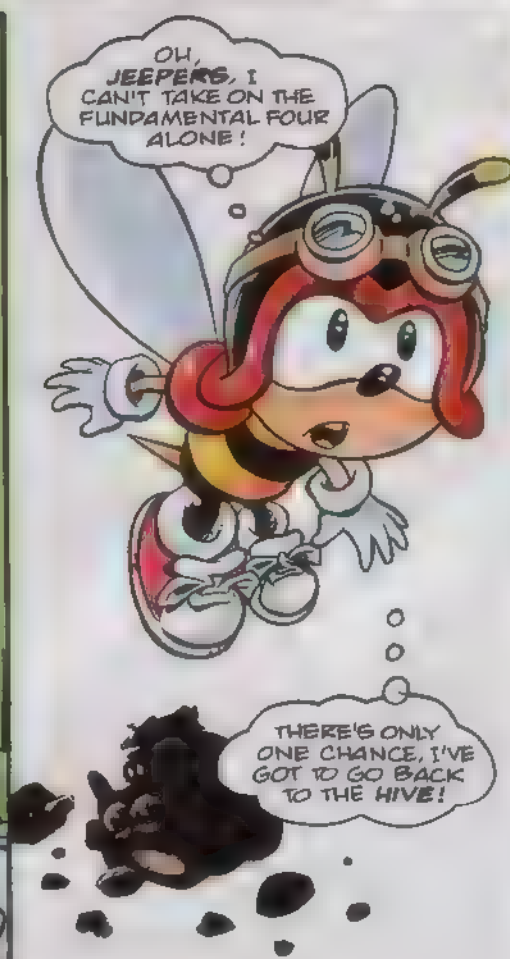
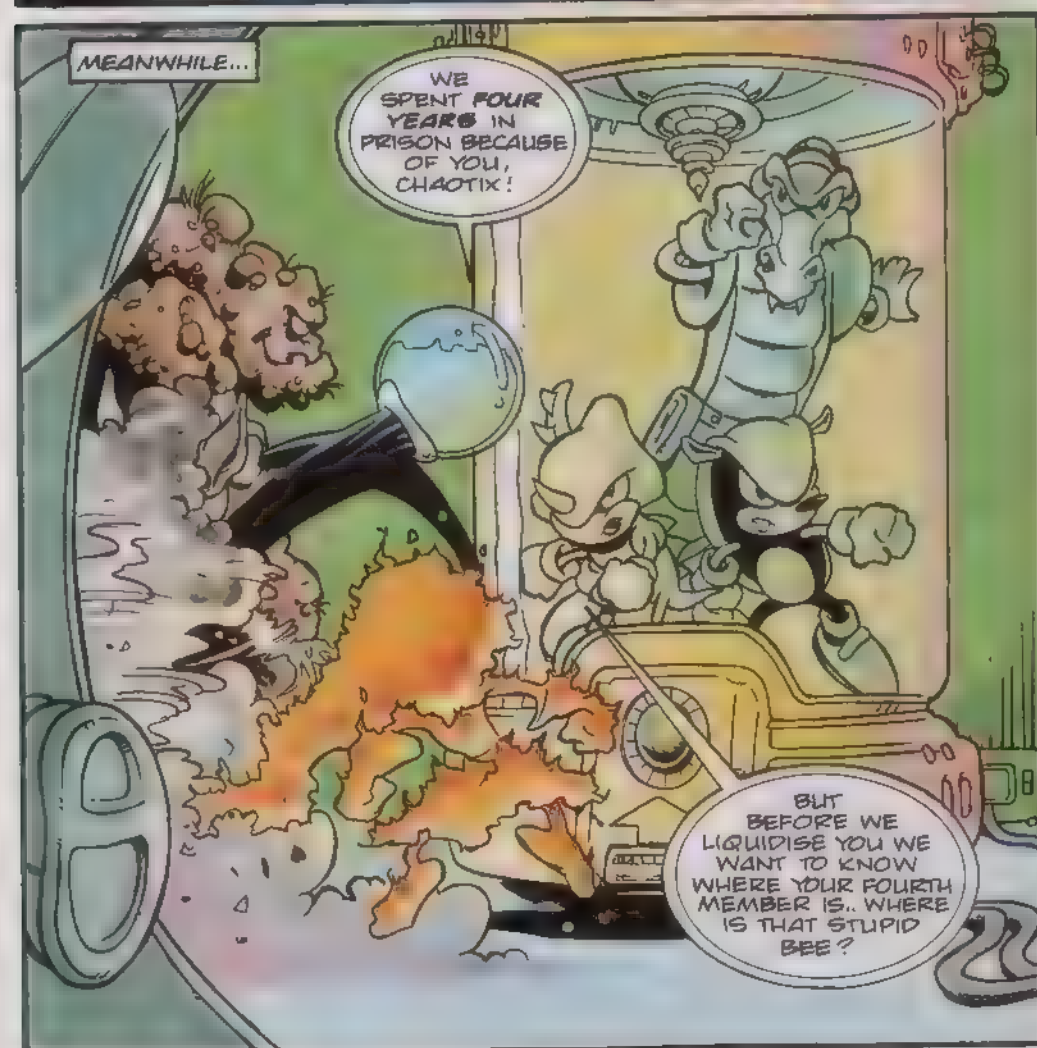
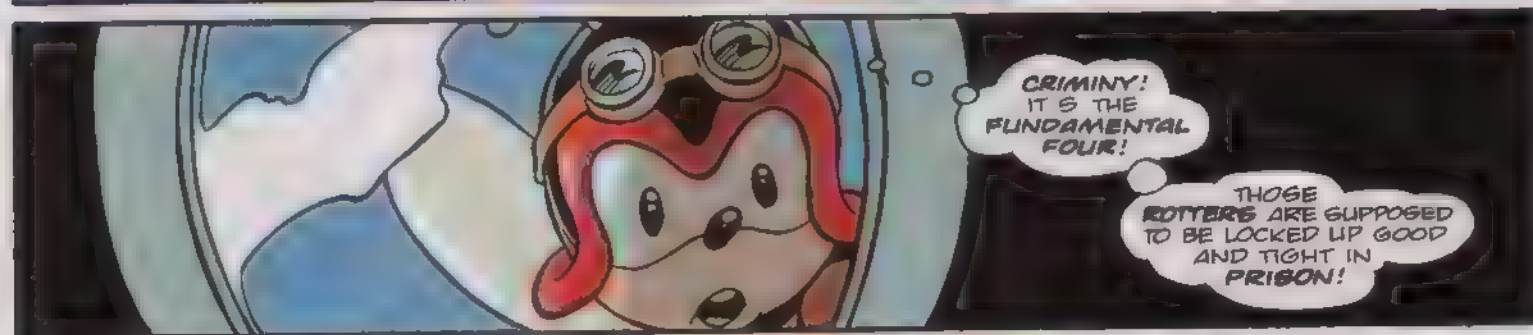
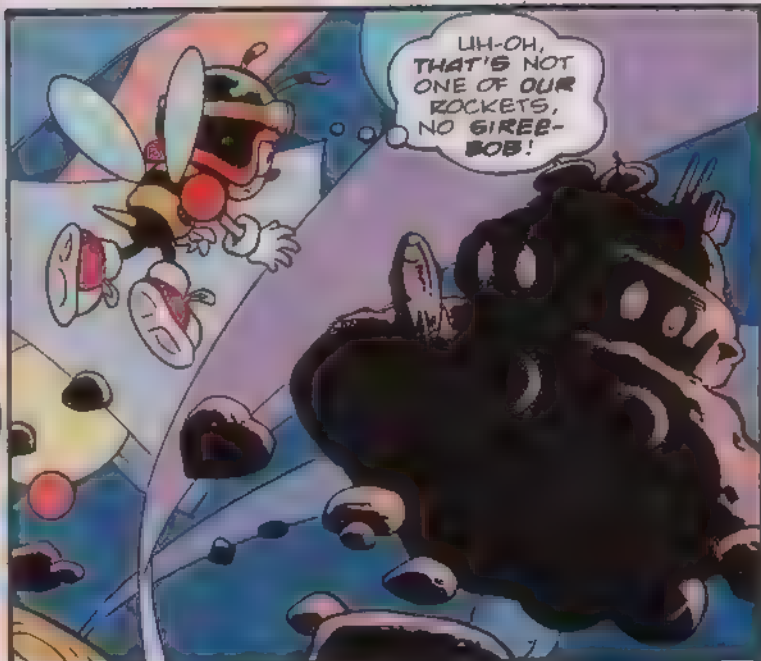
ME
BE MORE
CAREFUL?
IF YOU...

COOL OFF
YOU TWO' WHILE YOU
HAVE BEEN ARGUING
CHAOTIX HAVE HAD
A CHANCE TO
REGROUP!

THROKK
GOTUR MUXY
GOWURTWOKS
PLUED!

THERE'LL
BE TIME FOR
THAT LATER,
GRAVEL... AFTER
WE DISPOSE
OF
CHAOTIX!

OH,
DUMPY!
THIS IS
REALLY
BORING!



COMPLETE
NEW
STORY

TAILS

FLEABYTE RETURNS

Script: LEW STRINGER Art: ROB CORONA
Colouring: GIMA HART Lettering: ELITTA FELL

TAILS IS ON HIS WAY TO THE METROPOLIS ZONE TO ASSIST SONIC, BUT A SHORT CUT THROUGH THE CASINO NIGHT ZONE PROVES TO BE A DEADLY DISTRACTION...

HELP!
HELP US!

SOUNDS
LIKE SOMEONE'S
IN TROUBLE!

COMMANDER BRUTUS HAS
ORDERED ALL NON-ROBOT LIFE
FORMS TO BE EXTERMINATED!

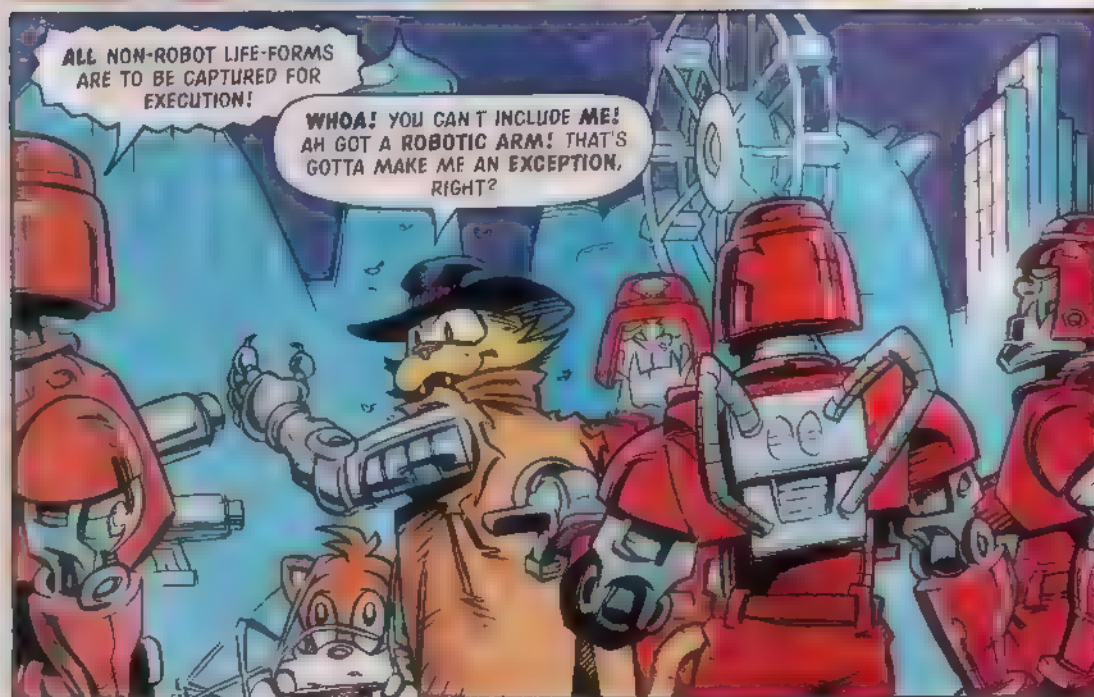
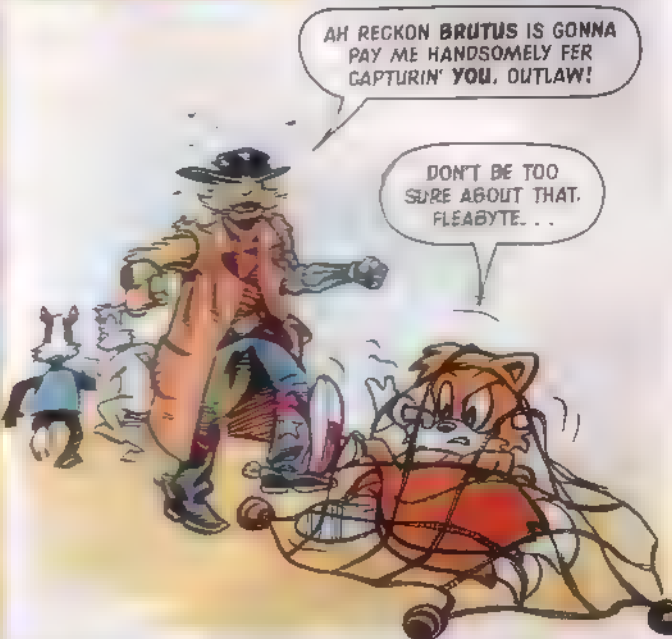
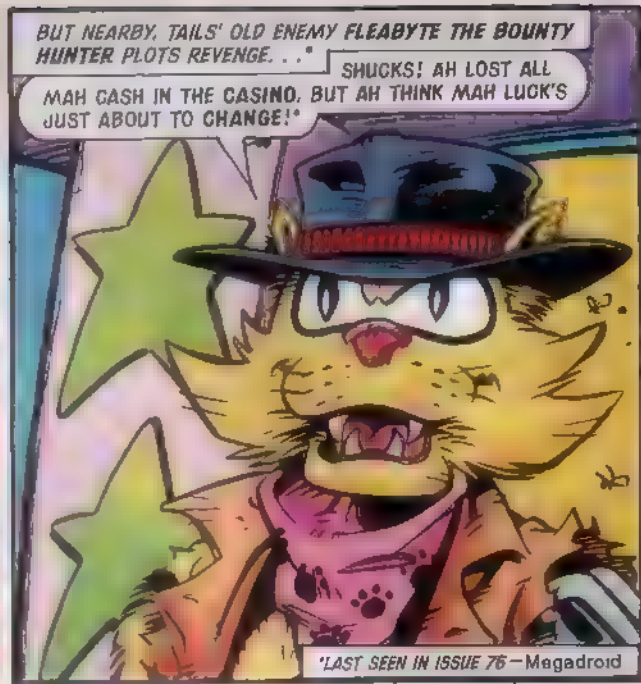
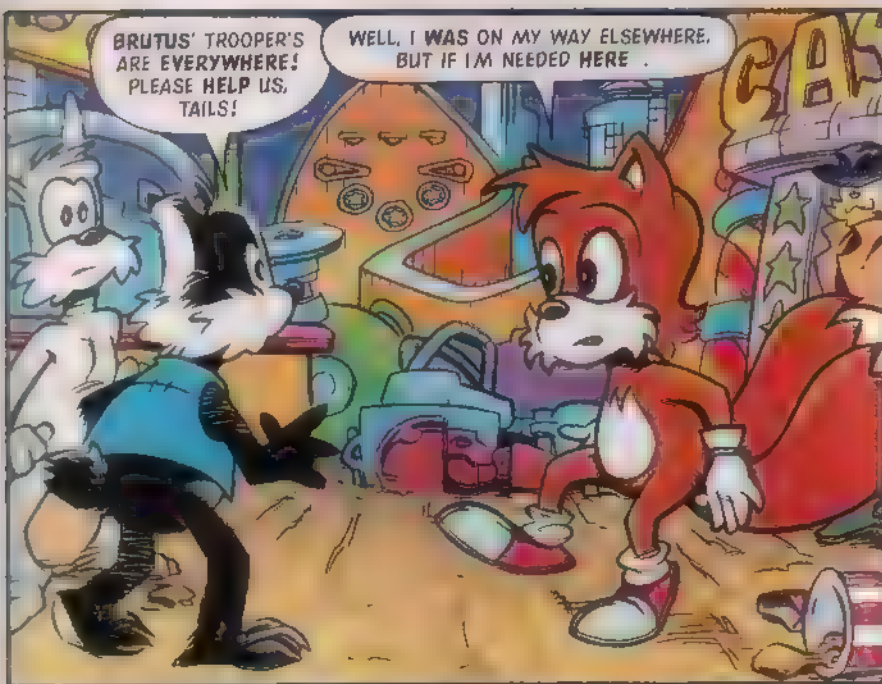
YIKES! WE CAME
HERE TO GAMBLE, BUT
NOT WITH OUR LIVES!
HELLP!

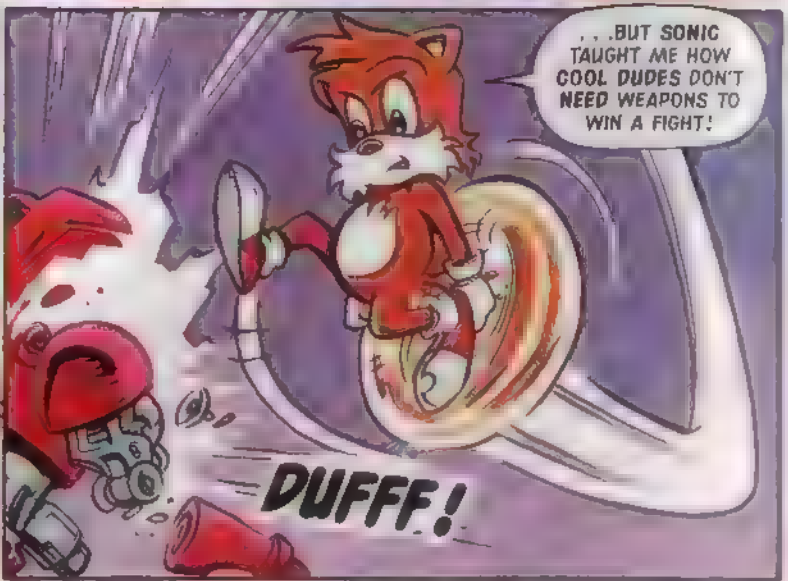
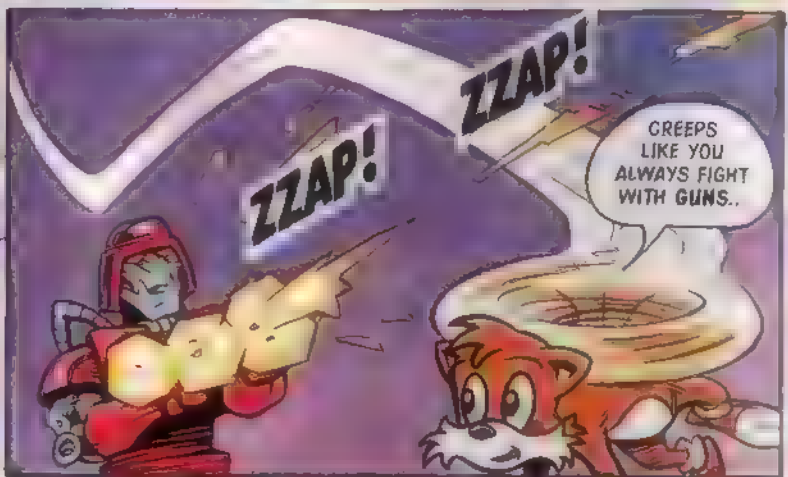
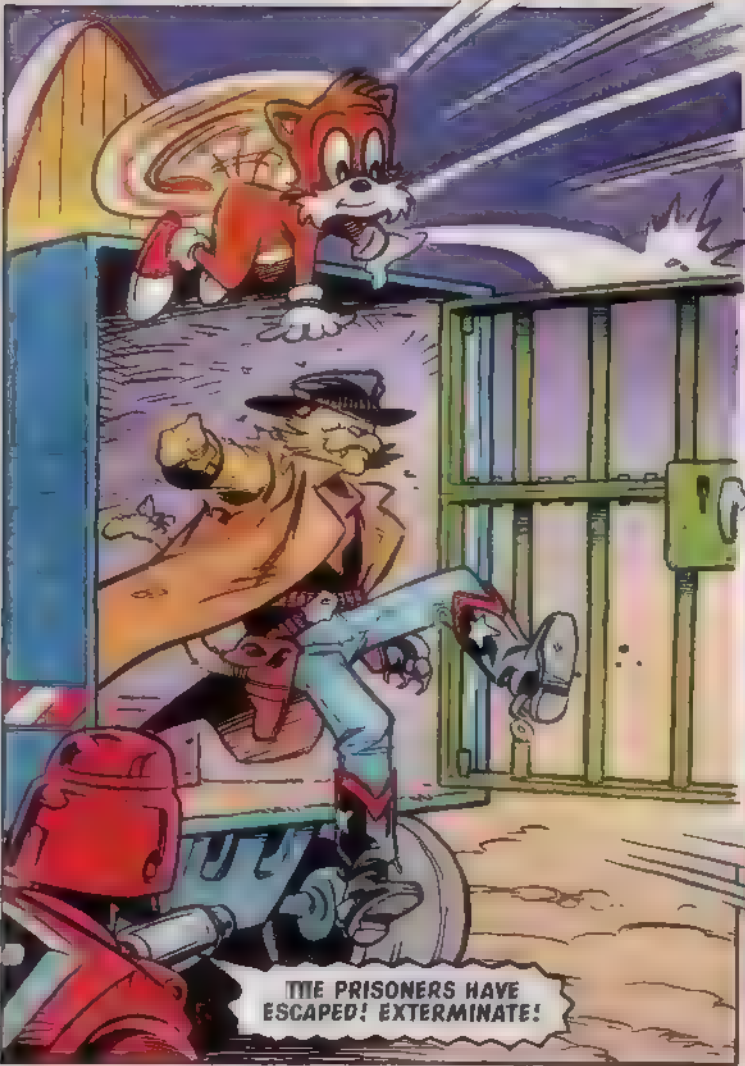
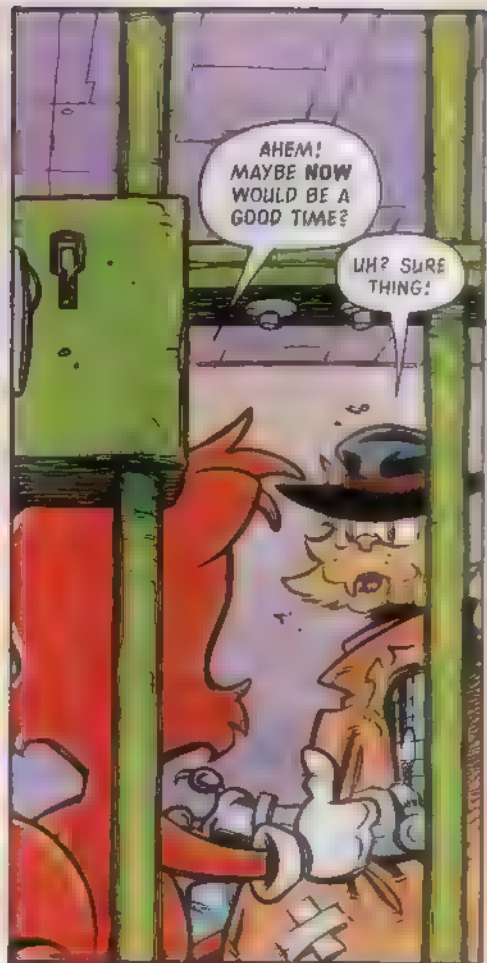
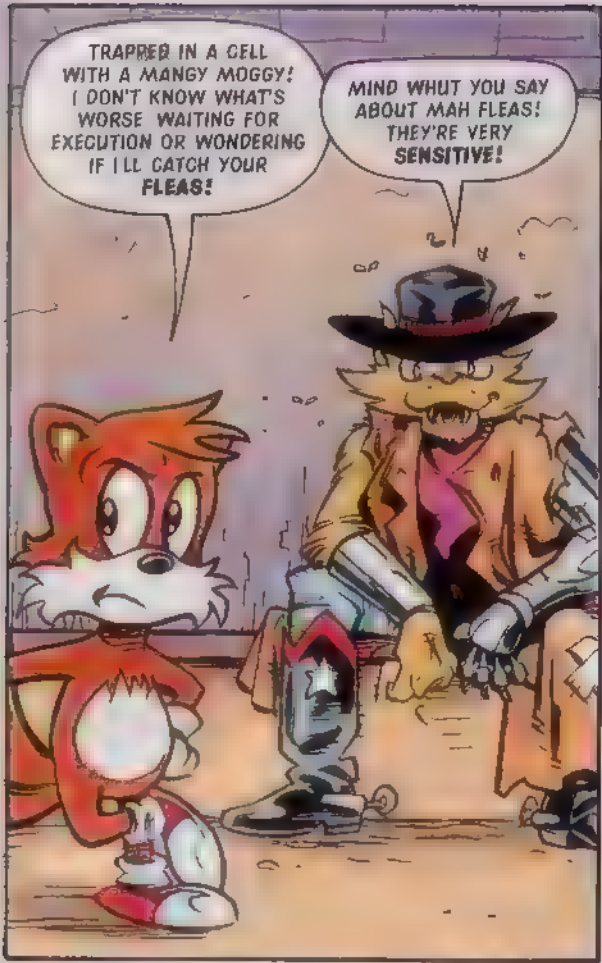
TAILS!
WE'RE
SAVED!

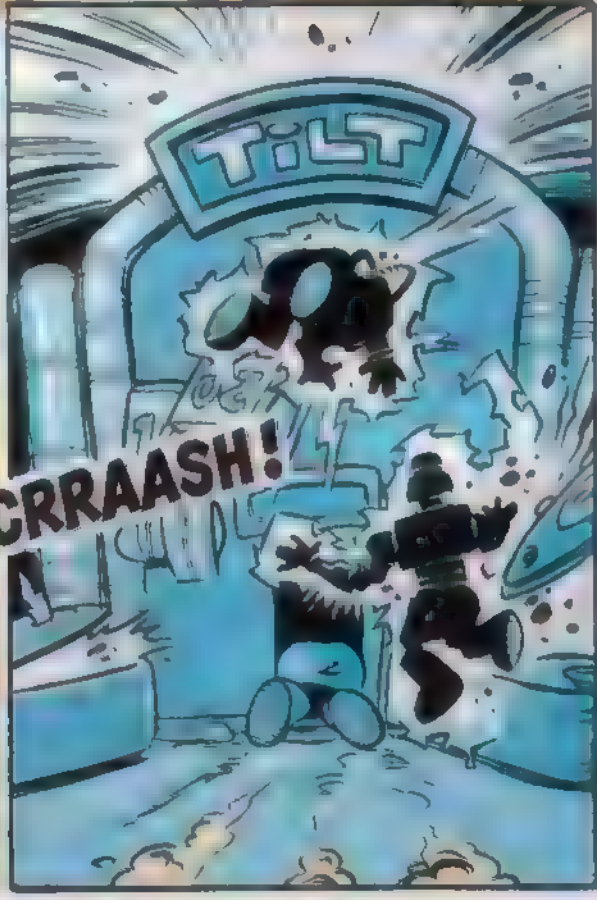
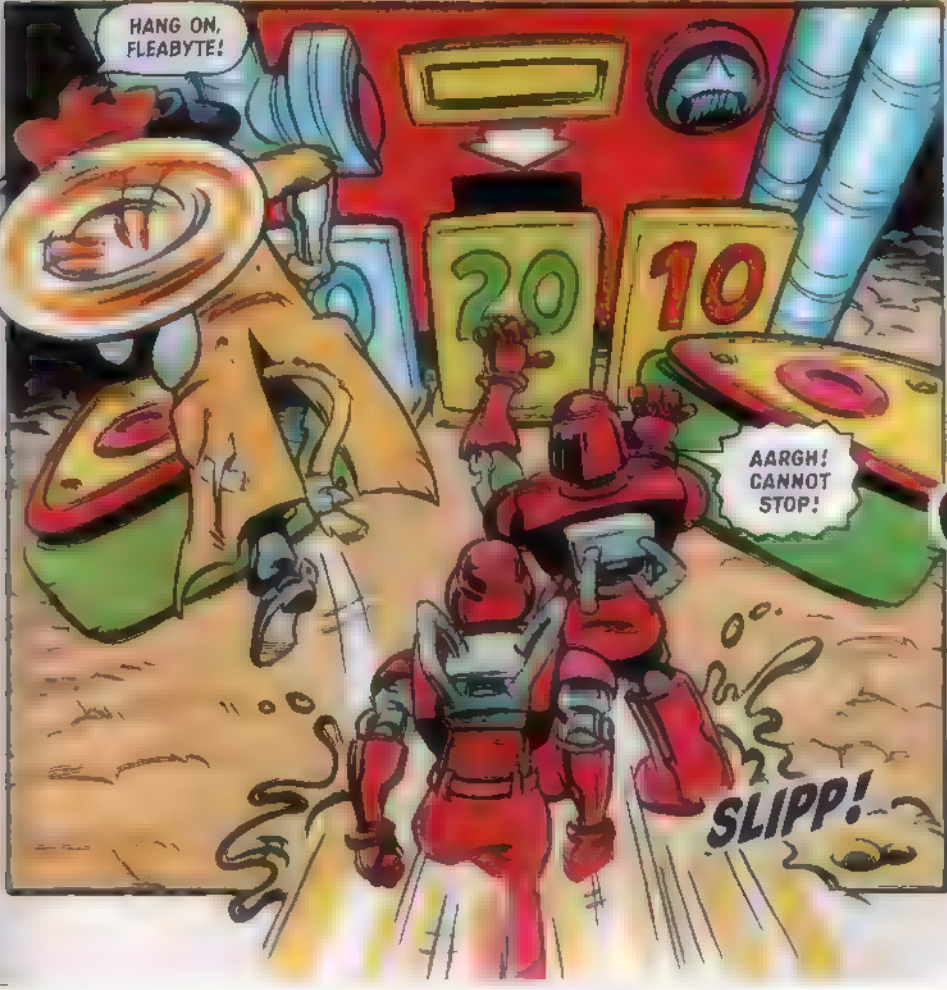
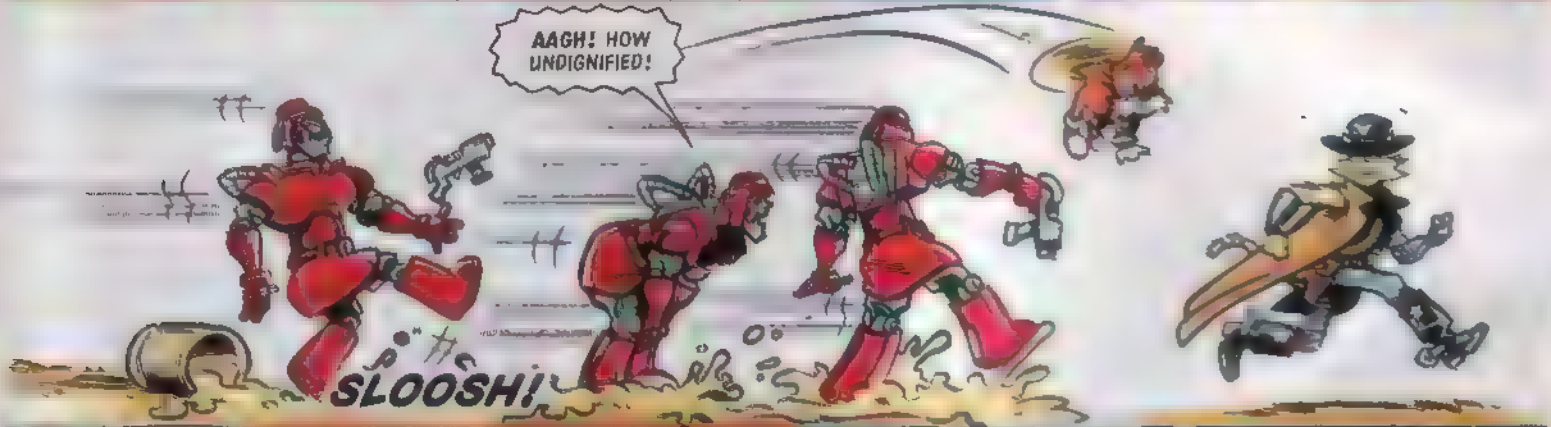
I MUCH PREFER
TO BE SAVED BY
SONIC, BUT I
GUESS HE'LL DO!

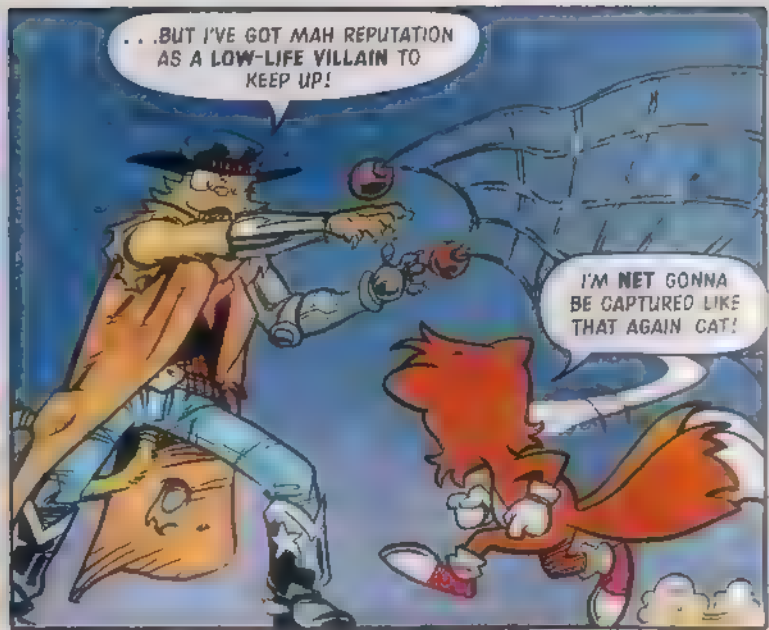
SHOW'S OVER,
TIN-HEAD!

BLAM!











Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



The fun continues with the second instalment of wriggling hints and cheats from Christopher Jones.

EARTHWORM JIM 2

PART 2



CHEATS

Simply start a game and press pause. Next enter a code and get that little edge with cool weapons.

Screen Dim Off A, A, A, A, B, B, B, B

Plasma Gun Cheat C, C, C, C, A, A, A, B



3 Shot Gun Cheat C, C, C, C, A, A, A, C

Homing Gun Cheat C, C, C, C, A, A, B, A

Bubble Gun Cheat C, C, C, C, A, A, B, B

Nuke Gun Cheat C, C, C, C, A, A, B, C

Extra Lives A, B, C, C, C, A, A, B

Debug Mode
(Gives you 81 Mealworms)

Money Worm Cheat
(Gives you 10 worms)

Energy
(Restores energy 100%)

Ammo
(Gives you 5000 rounds)



EARTHWORM JIM

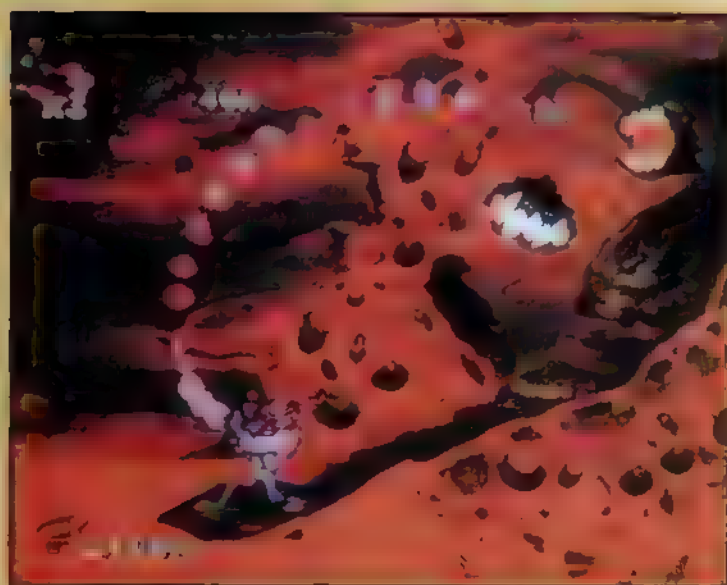
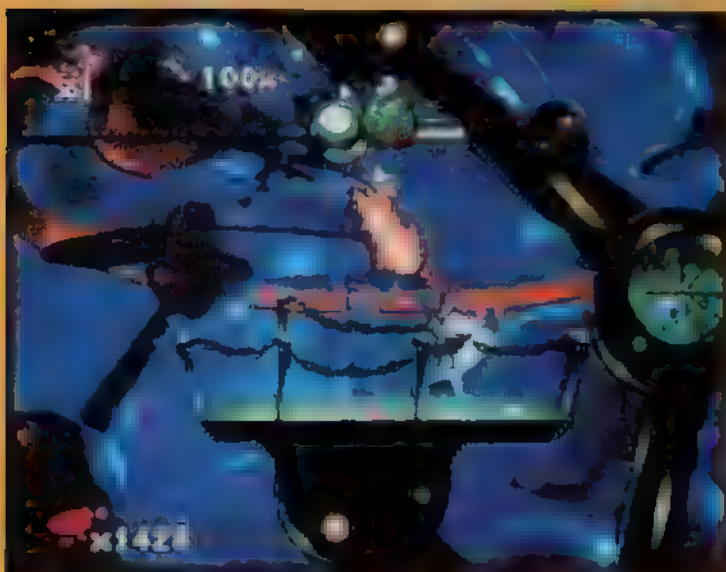


MEGA-CD

Jim has even wormed himself into the affections of Mega-CD owners too. However, if you've had trouble getting through all the levels and feel like putting Jim on the end of a hook to catch a fish - stop, because help is at hand:-

LEVEL PASSWORD

1	SUIT, POWER, GUN, COW, COW
2	POWER, WATER, GUN, COW SUIT
3	POWER, SUIT, POWER GUN WATER
4	WATER, TV, POWER, GJN, HYDRANT
5	HYDRANT, POWER, GUN, HYDRANT JIM



LEVEL

PASSWORD

6	COW POWER, GJN, WATER, GJN
7	SUIT, HYDRANT, WATER, GUN, COW
8	COW, JIM, TV, TV, SLIT
9	COW, COW, WATER COW, WATER
10	HYDRANT, HYDRANT, SUIT, POWER, SUIT
11	WATER HYDRANT, POWER, SUIT, POWER
12	COW JIM, COW, HYDRANT, WATER
13	GUN, SJIT, HYDRANT, COW, TV
14	GJN, SLIT, WATER, GUN, TV
15	SUIT, COW, POWER, POWER, COW



NEXT ISSUE: MOVIE GAMES SPECIAL FEATURING TOY STORY.

SONIC'S WORLD

Revolution

Script: LEW STYNDEN & JIMMY KITCHING
Colouring: JOHN W BURNS Lettering: TOM FRAKE

WAR RAGES IN THE SKIES ABOVE CITADEL ROBOTNIK. COMMANDER BRUTUS ORDERS HIS OWN BADNIKS TO ATTACK THOSE CREATED BY HIS FORMER MASTER, DOCTOR ROBOTNIK...



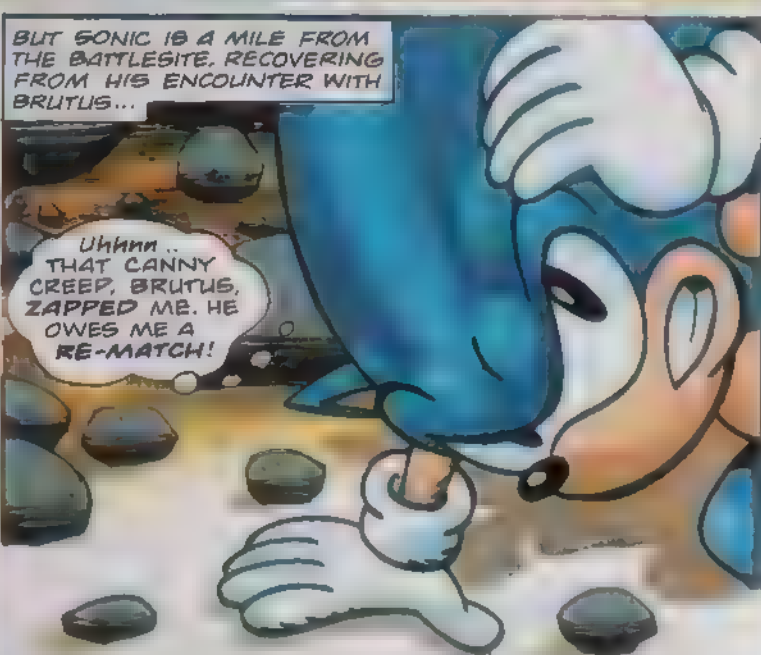
LET
THE REVOLUTION
BEGIN! DESTROY THEM
ALL!



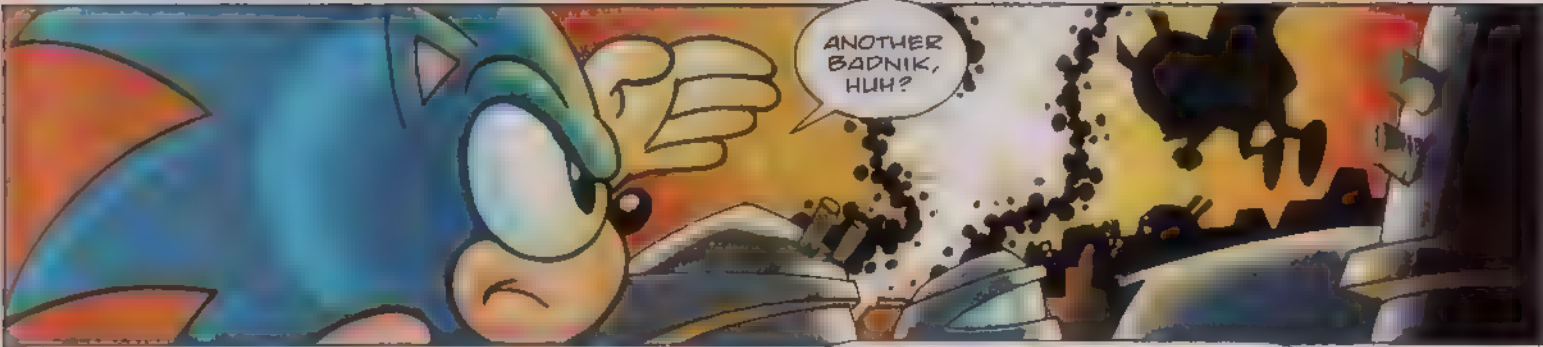
BRUTUS
IS TRYING TO
TAKE CONTROL OF
THE CITY!

HE'S
AS EVIL AS
ROBOTNIK!
I WISH
SONIC WAS
HERE!

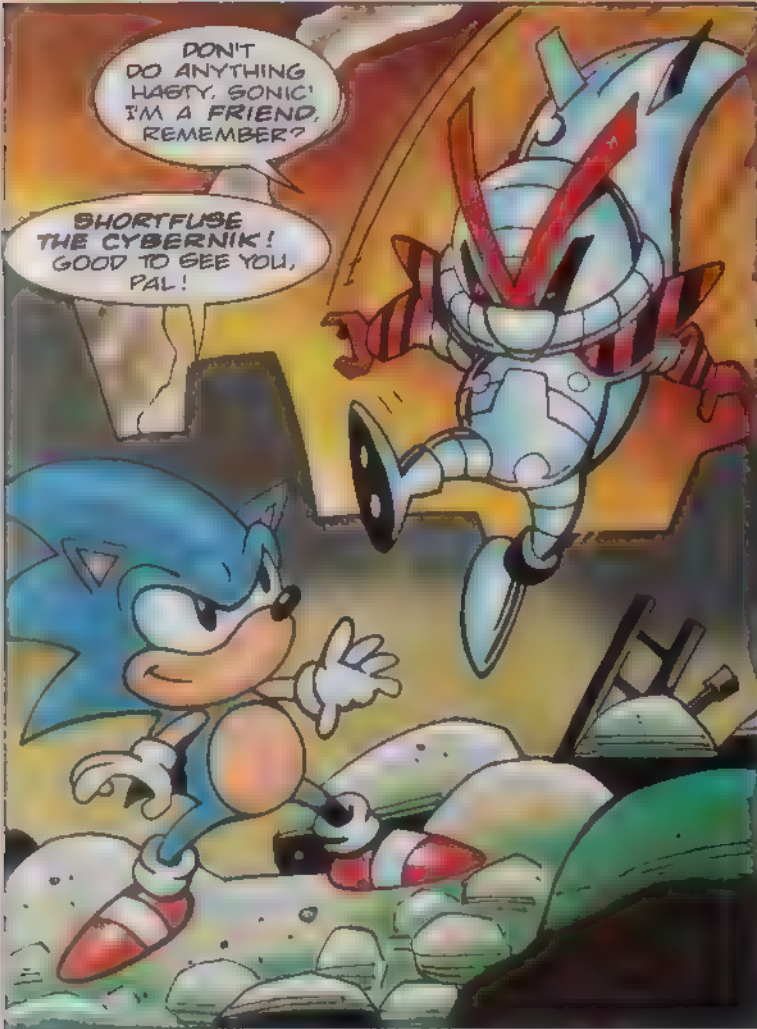
BUT SONIC IS A MILE FROM
THE BATTLESITE, RECOVERING
FROM HIS ENCOUNTER WITH
BRUTUS...



UHHH...
THAT CANNY
CREEP, BRUTUS,
ZAPPED ME. HE
OWES ME A
RE-MATCH!

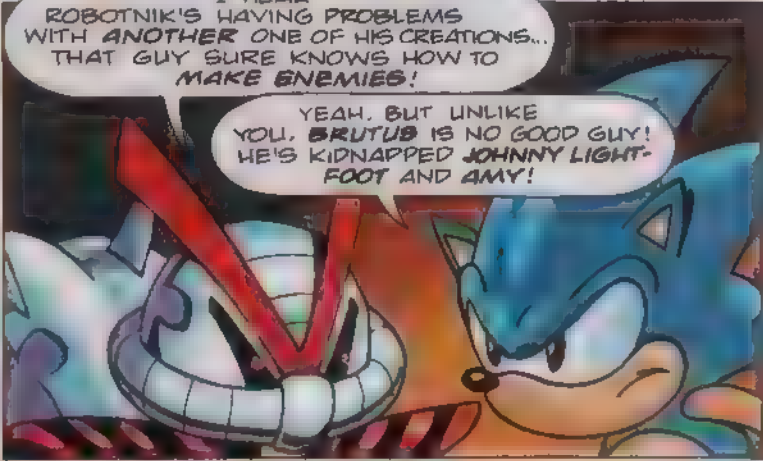


ANOTHER
BADNIK,
HUH?



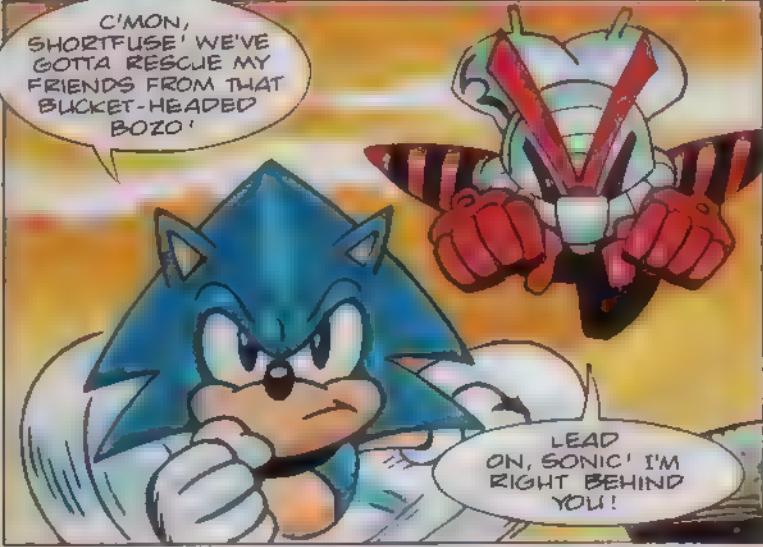
DON'T
DO ANYTHING
HASTY, SONIC!
I'M A FRIEND,
REMEMBER?

SHORTFUSE
THE CYBERNIK!
GOOD TO SEE YOU,
PAL!



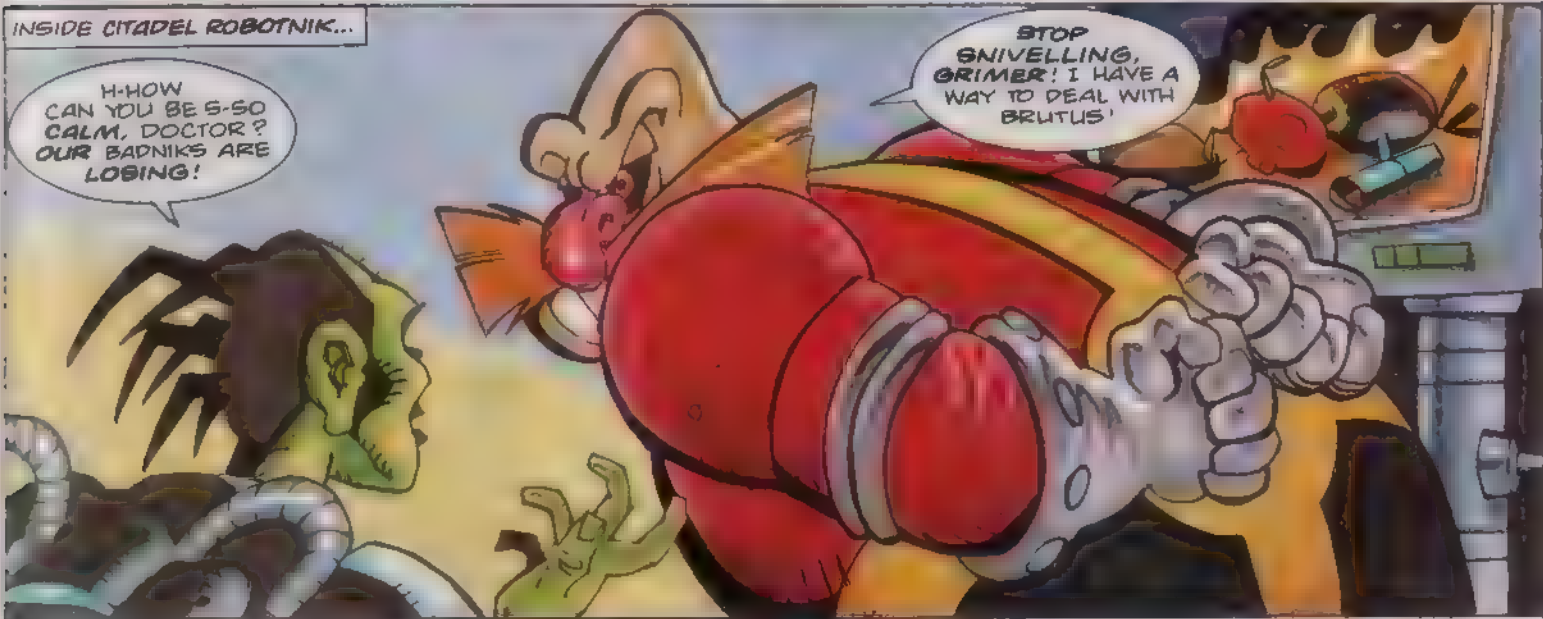
I HEAR
ROBOTNIK'S HAVING PROBLEMS
WITH ANOTHER ONE OF HIS CREATIONS...
THAT GUY SURE KNOWS HOW TO
MAKE ENEMIES!

YEAH, BUT UNLIKE
YOU, BRUTUS IS NO GOOD GUY!
HE'S KIDNAPPED JOHNNY LIGHT-
FOOT AND AMY!



C'MON,
SHORTFUSE! WE'VE
GOTTA RESCUE MY
FRIENDS FROM THAT
BUCKET-HEADED
BOZO!

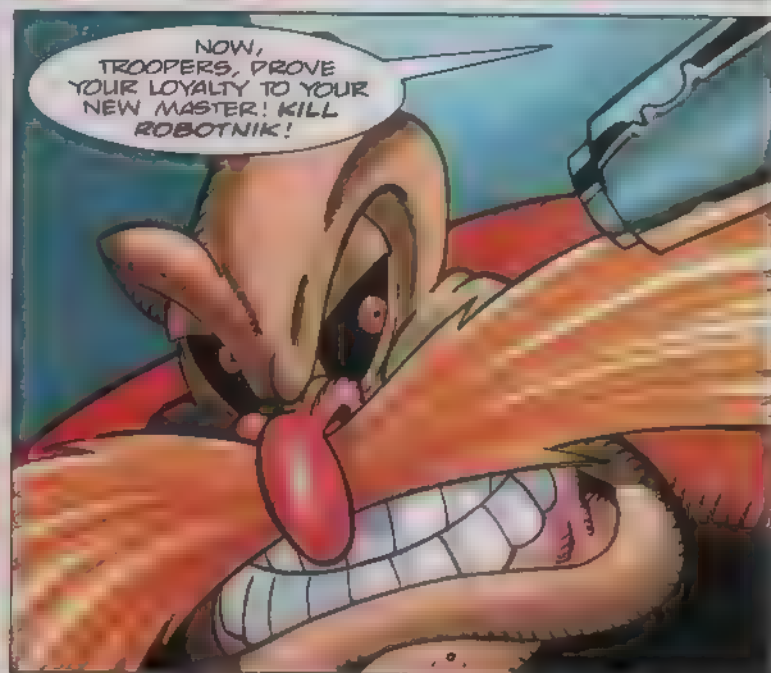
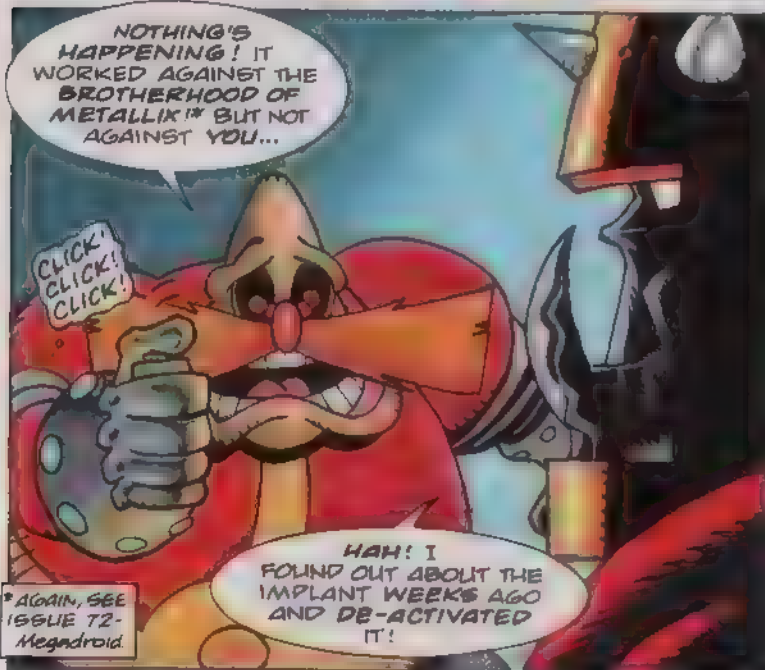
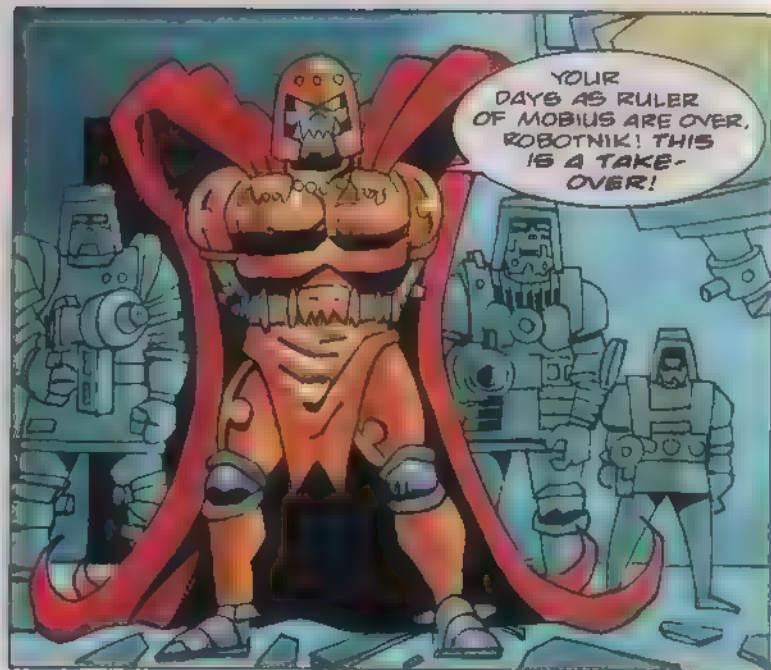
LEAD
ON, SONIC! I'M
RIGHT BEHIND
YOU!

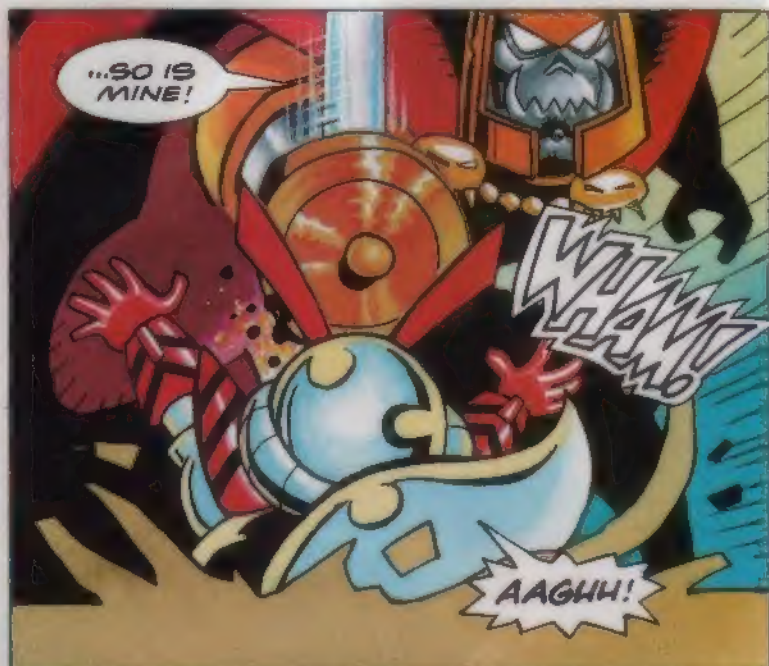


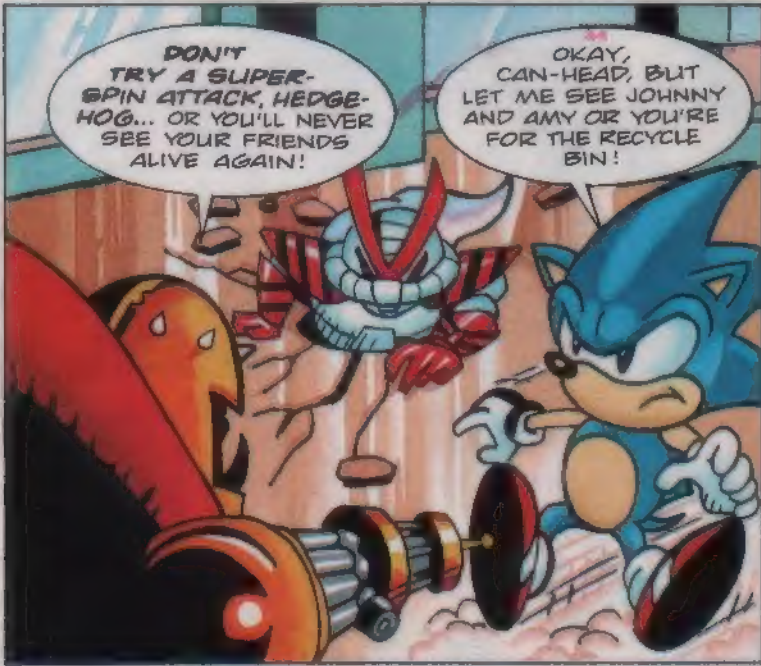
INSIDE CITADEL ROBOTNIK...

H-HOW
CAN YOU BE S-SO
CALM, DOCTOR?
OUR BADNIKS ARE
LOSING!

STOP
SNIVELLING,
GRIMER! I HAVE A
WAY TO DEAL WITH
BRUTUS!

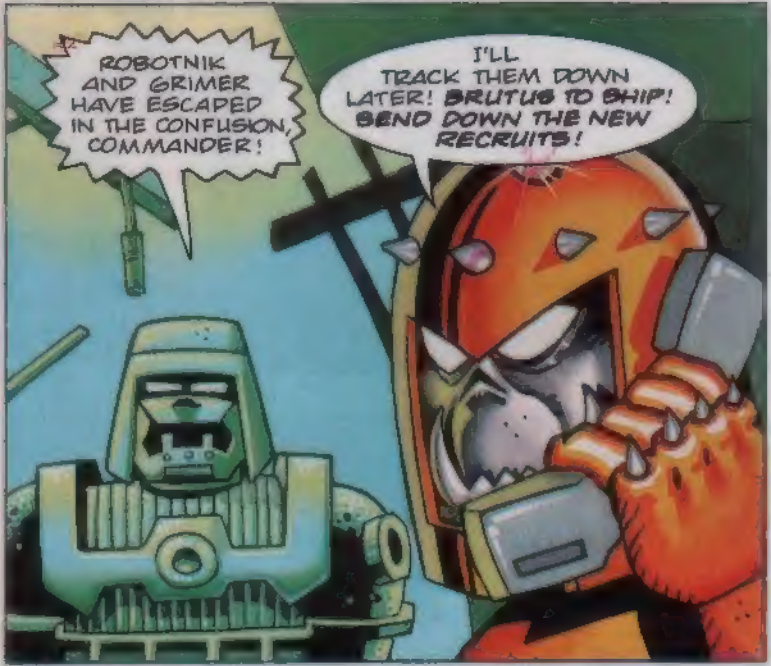






DON'T TRY A SUPER-SPIN ATTACK, HEDGEHOG... OR YOU'LL NEVER SEE YOUR FRIENDS ALIVE AGAIN!

OKAY, CAN-HEAD, BUT LET ME SEE JOHNNY AND AMY OR YOU'RE FOR THE RECYCLE BIN!



ROBOTNIK AND GRIMER HAVE ESCAPED IN THE CONFUSION, COMMANDER!

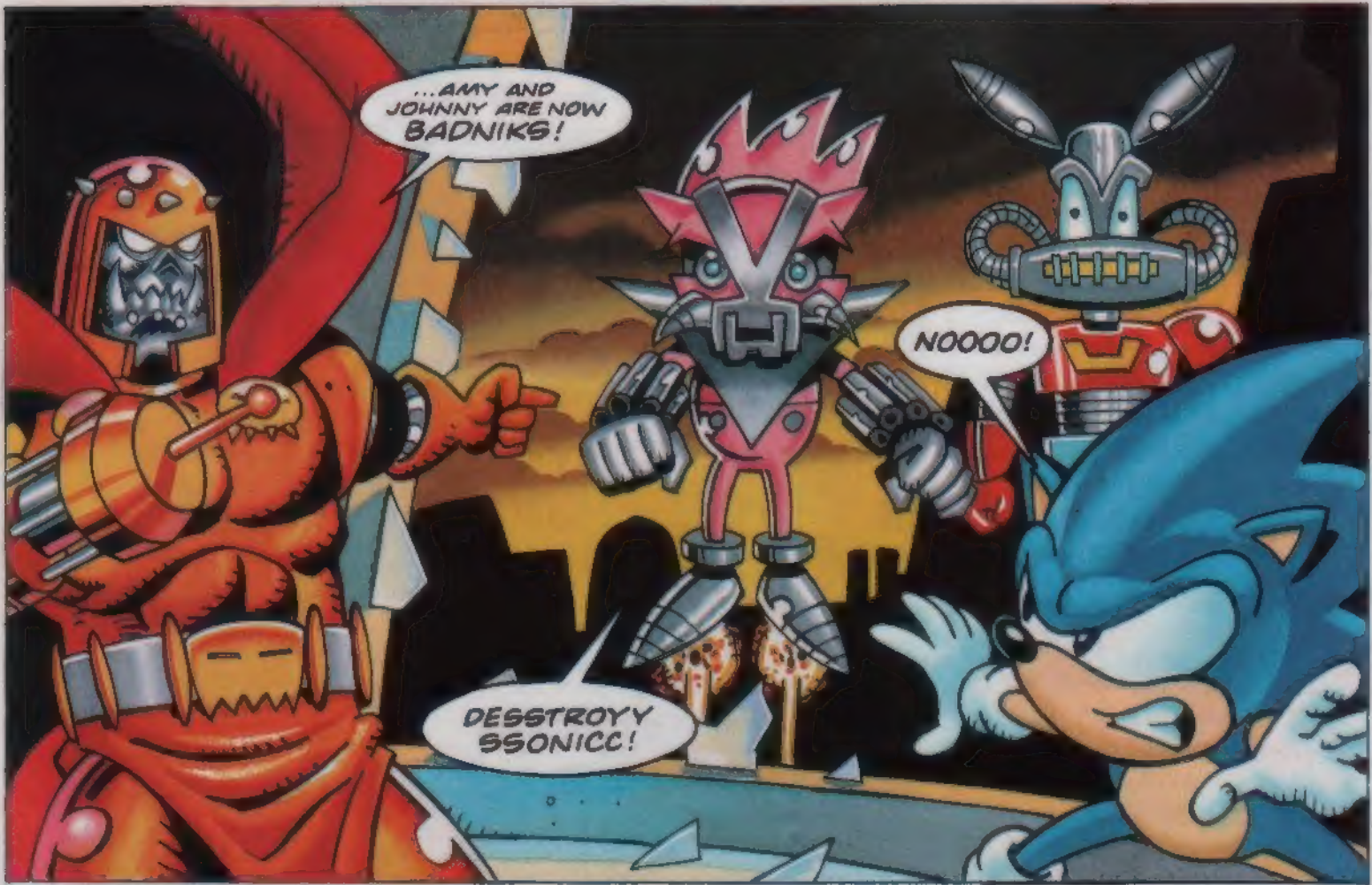
I'LL TRACK THEM DOWN LATER! BRUTUS TO SHIP! SEND DOWN THE NEW RECRUITS!



DON'T YOU DARE TRY ANY TRICKS... I WANT TO SEE MY FRIENDS, NOW!



THEN LOOK OUTSIDE, SPIKEBALL...



...AMY AND JOHNNY ARE NOW BADNIKS!

NOOOO!

DESTROY SONIC!

NEXT ISSUE: FRIEND OR FOE?



EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SPEED LINES

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA SONIC & KNUCKLES
DISPOSABLE CAMERA,
COMPLETE WITH 27 FULL-COLOUR
FUJI EXPOSURES.




MEGA(N) MEDLEY!

Dear Megadroid,

There are a few things I would like you to clear up for me...

- 1) I really enjoyed the first series of Chaotix, so could they please star in their own series?
- 2) Why is Charmy Bee larger in the comic strip than in the game Knuckles' Chaotix?
- 3) Is there anything connected with Sonic or Sega on the Internet?

 The Happy Surfer, Megan Balanck, Rochester, Kent.
MD2 & GG owner.

Sonic & Knuckles Camera Winner.



- 1) No doubt you're an even happier Surfer, Megan, now that The Chaotix Crew

are back this issue with a new two part story.

- 2) I blame the artist, Richard Elson.
- 3) Techno-jargonally speaking, Boomers who want to surf the Internet for Sega info can find it on the following Web site:-
<http://www.segaa.com>

MEGA CRUCIAL!

Dear Megadroid,

I am writing to let you know how important I think your revamp was as you looked so plain in the past, but the new you looks even cooler than Sonic!

Richard Olatunji,
Chadwell Heath, Essex.
MD owner.

Sonic & Knuckles Camera Winner.



Flottery(?) will get you a Sonic & Knuckles camera!



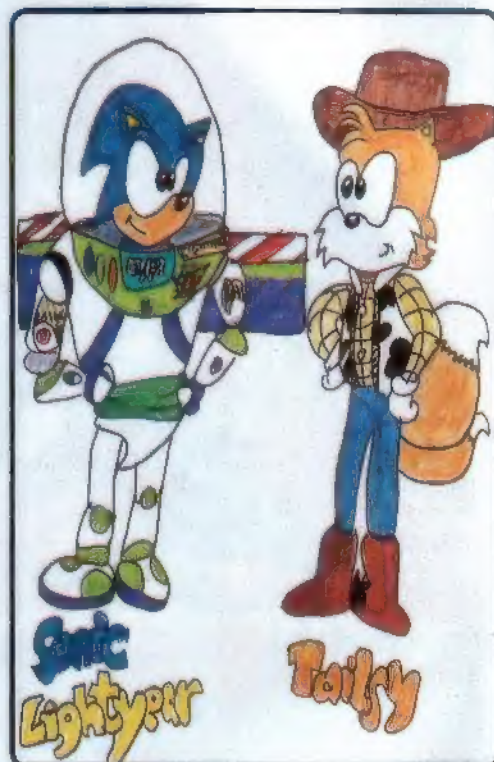
Amy & James Clarke,
Addlestone, Surrey. MD owners.
Camera sharers (Boo! Niss!).



Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!



James Day, Stranground, Peterborough.
Sonic & Knuckles Camera Winner.

MEGA READER!

Dear Megadroid,

I look forward to going home with my copy of *STC*, but once I've read it, I get quite bored because I have to wait two weeks for the next one.

Thomas Rosie, Shirley, Solihull.
MD/MS owner.

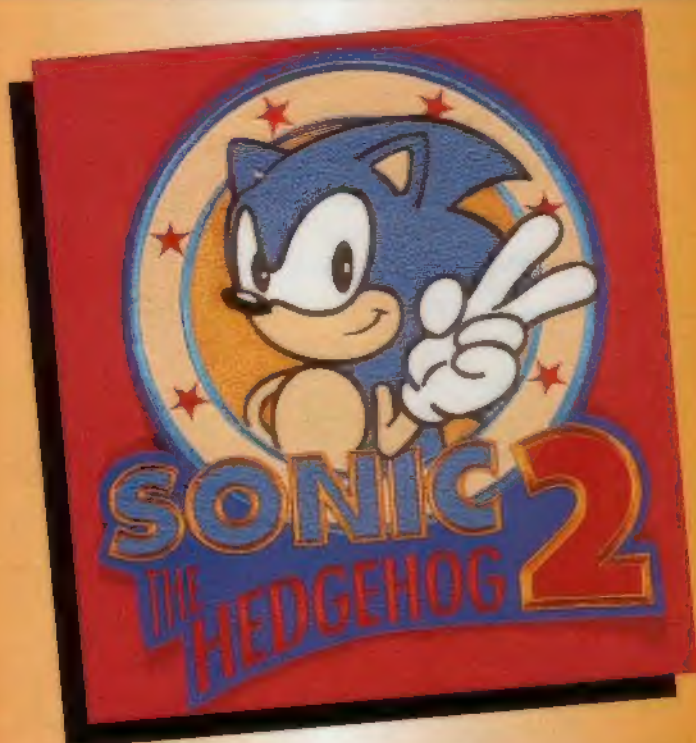
Sonic & Knuckles Camera Winner.



You have my sympathies, Boomer Tom. If only there were other comics worth reading between issues of *STC*...but wait... what about the Knuckles Knock-out Special, currently on sale, and The Sonic Special, on sale 6 July!

NEXT ISSUE

WIN!



JACKET PATCH COMPO!

SUPER SONIC!
FURTHER FURY!

COMPLETE
STORY

TAILS!
SHOCK TACTICS!

BRIAN LARA '96
CRICKET REVIEW

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REVOLUTION PT 3!



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Q ZONE!

STC 81

ON SALE WEDNESDAY, 26 JUNE '96

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DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME

ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 80

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.